

IBM Software Group

Achieving Agility at Scale Improving Software Economics

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Agenda

Managing Variance: the Value of Agile Methods

Controlling Software Economics Through Measurement

IBM's Transition to Agility @ Scale

Some Final Thoughts





Software development obsolesced by software delivery

Software Development

Distinct development phase

Distinct handoff to maintenance

Requirements-design-code-test sequence

Phase and role specific tools

Collocated teams

Standard engineering governance

Engineering practitioner led

Software Delivery

Continuously evolving systems

No distinct boundary between development and maintenance

> Sequence of released capabilities with ever increasing value

Common platform of integrated process / tooling

Distributed, web based collaboration

Economic governance tailored to risk / reward profiles

Business value and outcome led



Critical culture shifts in improving software economics

Conventional Governance

Activity-based management Mature processes, PMI/PMBOK Plan in detail, then track variances

Adversarial relationships Paper exchange, speculation

Requirements first Assumes certainty in desired product Avoid change

Early false precision "More detail = higher quality"

Apply too much or too little process Process is primary, blind adherence

Agile Governance

Results-based management More art than engineering Plan/steer/plan/steer...

Honest collaborative communication Progressions/digressions, facts

Architecture (*risk mitigation*) first Admits uncertainties Manage change

Evolving artifacts Scope (Problem specs) Design (Solution specs) Constraints (Planning specs)

Right-size the process Desired results drive process Manage variances



Software cost models



From George Stark, Paul Oman, "A comparison of parametric Software Estimation Models using real project data", in press

ftA



Improving software economics

- Empirical software cost estimation models for:
 - Enterprise modernization, software maintenance
 - New developments, new releases, early prototypes
 - Packaged applications, systems engineering

Time or Cost To Build = (Complexity) (Process) * (Team) * (Tools)





Schedule risk: Imagine you have 12 months to deliver a business critical system

- Your estimators tell you it will be done in 11 months
- What do you do with the information?
 - Rest easy, believing there is no risk?







Maybe you realize that program parameters (cost, schedule, effort, quality, ...) are random variables

Area under curve describes probability of measurement falling in range







Imagine you have 12 months to deliver a business critical systems

So you ask for the distribution and discover there is some uncertainty







Imagine you have 12 months to deliver a business critical systems

In fact there is less than 50% chance of making the date







Then what?

Move out the date to improve likelihood of shipping?





Then what?

• Or move in the estimate by sacrificing quality or content?







Managing variances in scope, solution, plans: The real key to improving software economics

- Sources of uncertainty and variance
 - Lack of knowledge
 - Lack of confidence
 - Lack of agreement
- Reduction of variance reflects
 - Increased predictability of outcome
 - Increased knowledge about
 - Client needs
 - Technology capability
 - Team capability
 - Good decisions





Then what?

- Determine the source of the variance
- Over the project lifecycle, reduce the variance to improve likelihood of shipping





Then what?

• Over the lifecycle, reduce the variance further to improve likelihood of shipping





Measure and steer

- At onset of program
 - **Report:** Establish estimates/variances of effort, cost, establish initial plan
 - **Collaborate**: Set initial scope and expectations with stakeholders
 - Automate: Establish a collaborative development environment
- At each iteration, improve estimates and report
 - Report: Values and variances of progress achieved, quality achieved, resources expended
 - Collaborate: With stakeholders to refine scope and plans
 - Automate: Manage changes to plans, baselines, test-beds





Agile Governance = Managing Uncertainty = Managing Variance

• A completion date is not a point in time, it is a probability distribution





Different projects need different governance

Risk/uncertainty are the key discriminators







Rational is piloting two tools for managing schedule and value (benefits and cost) risk

Financier Ongoing view of program value



Tempo Ongoing view of schedule risk







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In a control framework, one has knobs and meters

- One sets the knobs hoping to achieve optimal meter readings
 - > The meter readings are called **outcome measures**
 - Sometimes you need additional measures to ensure the system has responded to the knobs, these are called **control measures**





Software and systems need a control framework





Meters for software and systems development and delivery improvement

- Value
 - Return on Investment (ROI)
 - Return on Assets (ROA)
 - Product revenue profile
- Efficiency
 - Time to market, productivity
 - Program portfolio investment profile
 - Defect phase containment, scrap and rework rates
 - Application service levels
 - Defect densities, requirements churn, design churn
 - Skills improvement, training cost reduction
- Control
 - Practice adoption, project checkpoints
 - Artifact time between gates
 - Collaboration, skills mix





Tailor to organizational and project context

- Agree on business value measures: Cost, profit, return on assets, market share, etc.
- Determine project mix type
 - Choose appropriate operational measures
 - Choose practices to achieve measures for project mix
 - Establish measures and feedback channels for closed loop control

	Variance Examples		
	Low	Medium	High
Value (Business Measures)	 Cost of operations 	Market share growthTime to market for new features	 Profitability of one-of-a- kind system
Efficiency (Operational Measure)	 Cost per change request Individual productivity 	Cost per change requestTeam Productivity	Architectural stabilityOrganizational productivity
Controls	 Self check for practices 	Beta releasesDefect densities, removal rates	 Stakeholder demonstrations
Practices	 Requirements management Change management Iterative development 	Agile planningTest driven development	Shared visionRisk based lifecycleEvolutionary Architecture





Practices included as part of Rational Method Composer







WATERFALL DEVELOPMENT



Improving your process Measure the trends in the cost of baseline changes





Project Schedule

114

Project Schedule

ITERATIVE DEVELOPMENT



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IBM SWG is Going Agile

One of the worlds largest agile transformations

- Large scale transformation
 - ~35,000 developers
- Very diverse development contexts
 - From: New products, short time-to-market, Web 2.0
 - > To: Mature products, risk reduction, older technologies
- Agility at Scale is key
 - > Team size, geographical distribution, compliance, application complexity, ...







Improving productivity in IBM SWG through improved agility







IBM GBS Accelerated Solution Delivery (ASD) Practice



....

Key ASD attributes that remove or reduce time-to-market barriers

- Right skills at right time in right ratio
- Facilitated sessions and co-location of business and I/T with onsite teams
- Organization focused only on project delivery using all best practices possible
- Agile project delivery using IBM Rational Collaborative Development Environment
- Iterative and incremental project, release and program delivery

Client Testimonial:

"It used to take us months to just develop a business initiative and basic requirements. Now we accomplish that in days and develop the solution in months"



Metrics from IBM's ASD Practice accounts



ASD Support Material





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Four patterns of success in achieving Agility at Scale

- 1. Scope management → Asset based development Solutions evolve from requirements AND requirements evolve from available assets As opposed to getting all the requirements right up front
- 2. Process management → Rightsize the process Process and instrumentation rigor evolves from light to heavy As opposed to the entire project's lifecycle process should be light or heavy depending on the character of the project
- Progress management → Honest assessments

Healthy projects display a sequence of progressions and digressions As opposed to progressing to 100% earned value with monotonically increasing progress against a static plan

4. Quality management → Incremental demonstrable results Testing needs to be a 1st class, full lifecycle activity As opposed to a subordinate, later lifecycle activity



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Effective software delivery enabled by agility and measurement





Improving software economics in each dimension

Time or Cost To Build = (Complexity) (Process) * (Team) * (Tools)

	1960s-1980s	1990s-2000s	Today and forward
Complexity	100% Custom	30% Reused Assets 70% Custom	70% Reused Assets 30% Custom
Process	Ad-hoc	Repeatable	Agility at Scale Managed and Measured
Teams	Collocated On the job training	Collocated Software skills	Globally Distributed Skills shared anywhere
Tools	Proprietary Not integrated	Mix of Proprietary & Commercial Not integrated	Commercial Collaborative Development Platform
Project Performance	Predictable Over budget, over schedule	Unpredictable Infrequently on budget, on schedule	Predictably On budget, on schedule
Success Rate	10%	25%-33%	>60%





Measuring software delivery value against cost





Some final thoughts

Software delivery is a discipline of software economics balancing risks and opportunities

Process enactment and measurement are imperatives to achieving agility at scale

Software delivery requires a platform that is architected for automation, collaboration and reporting



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